

Random Encounters

Monks of the Burning Tiger - Magoun, Half-Fiend Leader of the Burning Tigers

By Eric Cagle



Magoun, Half-Fiend Leader of the Burning Tigers

Magoun is the leader of a band of evil monks that call themselves the Burning Tigers. Their headquarters is a monastery located in the middle of a plain of lava. Magoun is a harsh taskmaster, and he demands complete obedience and loyalty from his followers.

As a half-fiend, Magoun's heritage is impossible to miss. He stands a full head taller than most humans and has a powerfully built body. His skin is dark and leathery, and it smolders with his internal heat. Magoun's face is almost skeletal, with extremely sharp features. Although he dresses in fine clothing, the lines of Magoun's attire appear very simple.

Magoun is suitable as an encounter for a group of adventurers between 9th and 11th level.



Magoun: Male half-human/half-fiend Mnk 9; CR 11; Medium-size outsider; HD 9d8+18; hp 58; Init +4; Spd 60 ft.; AC 19, touch 18, flat-footed 15; Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws), or +8/+3 (1d6+4, +1 *kama*) and +8 melee (1d6+2, +1 *kama*) and +4 melee (1d6+1, bite), or +7/+2 melee (1d10+3, unarmed strike), or +10/+5 ranged (1d6+3, javelin); SA flurry of blows, spell-like abilities, stunning attack 9/day; SQ acid resistance 20, cold resistance 20, electricity resistance 20, evasion, fast movement, fire resistance 20, improved evasion, leap of the clouds, outsider traits, poison immunity, purity of body, slow fall (50 ft.), still mind, wholeness of body 18; AL LE; SV Fort +9, Ref +11, Will +9; Str 16, Dex 19, Con 15, Int 14, Wis 14, Cha 13.

Skills and Feats: Balance +17, Climb +10, Concentration +9, Diplomacy +9, Escape Artist +12, Hide +15, Jump +8, Knowledge (arcana) +7, Listen +12, Move Silently +12, Spot +4, Tumble +12; Alertness, Ambidexterity, Blind-Fight, Deflect Arrows, Dodge, Improved Trip, Two-Weapon Fighting.

Flurry of Blows: Magoun can use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action. If armed with a *kama*, *nunchaku*, or *siangham*, Magoun makes the extra attack either with that weapon or unarmed. If armed with two such weapons, he uses one for his regular attack(s) and the other for the extra attack. In any case, his damage bonus on the attack with his off hand is not reduced.

Spell-Like Abilities: 3/day -- *darkness*, *poison*; 1/day -- *contagion*, *desecrate*, *unholy blight*. Caster level 9th; save DC 11 + spell level.

Stunning Attack (Su): Once per round (but not more than 9 times per day), Magoun can stun a creature damaged by his unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 16) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Magoun makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Fast Movement: When unarmored, Magoun moves faster than normal.

Improved Evasion: If Magoun makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Leap of the Clouds: Magoun's jumping distance (vertical or horizontal) is not limited according to his height.

Outsider Traits: Magoun has darkvision (60-foot range). He cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Purity of Body: Magoun gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall: Magoun, when within arm's reach of a wall, can use it to slow his descent while falling. The monk takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind: Magoun gains a +2 bonus on saving throws against spells and effects from the Enchantment school.

Wholeness of Body (Su): Magoun can cure up to 18 hit points of his own wounds each day, and he can spread this healing out over several uses.

Possessions: 2 +1 kamas, javelin of lightning (2), javelins (3), ring of protection +1, amulet of natural armor +1, potion of cure light wounds (2), potion of cure serious wounds, cloak of resistance +1.

Bringing the Parts Together

Magoun and his monks tend to keep to themselves, but perhaps the PCs encounter Magoun while he is out on a very special mission. He could be seeking new recruits or gathering information on a rival in the area.

Coming in Part 3 of Monks of the Burning Tiger

Ravool, a fiendish dire tiger, serves as the monastery's symbol.

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